

# GOBLIN GAZZETTE

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# GOBLIN GAZZETTE INFO

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**CONTRIBUTIONS** All contributions are gratefully accepted. I will be grateful if you can keep me well supplied with adventure material for all the popular computer formats. Send them to:-

**10 TAVISTOCK STREET  
NEWLAND AVENUE, HULL, HU5 2LJ  
Tel - 0482 - 445438**

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Jenny Perry  
James Judge  
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Special thanks go to the following contributors.  
John Barnsley. Dean Rees. Ann Castelow. Chris Hester. James Judge. Many thanks once again to Zenobi Software for the FREE supply of software.  
See you all next issue I hope!

# EDITORIAL

WELCOME! to issue 11 of G.G. I have been asked to give a special mention this issue to the ADVENTURERS CONVENTION to be held on OCTOBER 23rd which is the place where the MEGA - POINTS competition is played. The prizes this year are 6 Months subscription to Adventure Probe or Goblin Gazette or the chance to pick a couple of games from the catalogues of the following Software Producers ZENOBI, F.S.F. DREAMWORLD ADVENTURES and AMSTRAD WORKSHOP. The entry fee for the competition this year is £1.00 which is 50p cheaper than last years entry.

I am desperately seeking a adventurer who owns a Commodore Amiga. I have a number of Zenobi games, that come supplied with a Spectrum Emulator, that need to be reviewed. Anyone who is interested in undertaking this task should contact me at the usual address.

This issue has less solutions than usual. The reason being that the ones I have included are BIG. You will also notice that the GETTING YOU STARTED section is missing as well. The reason for this is - I am going to include a bumper edition in the CHRISTMAS ISSUE. So if you have any tips for any game, and it doesn't matter how small they are send them in and I will include them. Come on show some Christmas Spirit and help out your fellow adventurers. You never know they might just be able to help you too!

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# Civilisation

written by Sid Meir

played on an STE

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Hoorah! After an epic struggle (mainly from the St Format readers) ST owners can now 'Build an empire to stand the test of time' on the whopping life sim from Microprose, THE masters of simulations. Civilisation is the latest game to come from the now famous Sid Meir who gave the world Railroad Tycoon. It puts you in charge of a small empire with a whole world to explore, conquer and exploit.

Will you be a ruthless leader, driving your people into deep misery or will you make peace with your neighbours, building your own lands up and making your followers as happy as can be or will you be the inventive one, discovering the secrets of invention, the wheel and other such scientific advances? You start the game encased in darkness with a lone settler group under your control. They are the beginnings of our empire and so you must find them a proper place where they can build your capital city.

Don't worry, you can move your palace to another city later on in the game but first you must build those other cities. As your settlers move around the world they gradually uncover more and more of the terrain, whether it be plains, desert, mountains, tundra, jungle or swamps. Soon you must build that first city so you've got to find a suitable site, preferably near a river (which will generate trade), some game (which give you a nice lot of food), a hill (which can be mined) but access to plenty of plains or grassland (which you can build roads (and later railways) on and irrigate). Once you've done this you must start the city building items which will (a) protect it (phalanx and militia), (b) improve it (granaries, barracks and wonders) and help you spread your empire and conquer other empires (other settlers, diplomats and a plethora of attacking troops).

As the game progresses you will no doubt come across other civilisations, all ruled by famous persons from the history of Earth. The English (hoorah!) are ruled by good queen Bess the first while the Romans are ruled by none other than Caesar. You can

## CIVILISATION

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make alliances with these rulers, make war on them or ignore them totally (which is hard to do as they will be pestering you for knowledge and treaties as well as threatening you and your beloved cities). If you make peace with them that's it, you don't attack them and they won't attack you, or so it is meant to be but come off it, who has EVER kept a successful alliance? No-one I know of.

If you make war on them they will take every available opportunity to destroy a city or five, do away with the settlers who were building up a network of roads for you or get another civilisation to try and do the same! Yes, that's right, you can pay off one civilisation to attack another. It's quite hilarious when you've got two civilisations attacking each other on your say-so while you sit back and wait to take over the weakened cities (thus breaking the alliance but the two empires will still be at war with each other and severely weakened). Apart from worrying about cities and opposing empires you must make sure your people are happy by giving them entertainers and luxuries (which takes chunks out of your budget), protecting them from disease and barbarian attacks and giving them new governments when the cities expand beyond a certain point you must give your scientists tasks to do such as inventing the wheel, religion, automobiles and, finally, fusion power which will allow you to reach the stars.

The game ends in many ways. The first is if you make a complete muck up of it and get conquered by an opposing race. The second is when you beat seven shades of sushi out of your opponents and are the only race left in the world, the final and most difficult is to win the space race. Once a certain point in the game is reached all the civilisations start to make spaceships as fast as possible, perfecting them so they will carry as many people as possible to the stars where they start up new colonies. The first to get to a new world with the highest amount of people is the winner. The final way is if the time runs out.

The game starts at 4000BC and goes on until 2100AD. This gives you 6100 years to make your mark. To start with each turn takes 20 years but when you reach about 1000AD it goes down to 10

## CIVILISATION

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years per move and continues to decrease until it is 1 year a move. This means you have a long time to make your mark. When you do finish the game (in any of the above ways) you are treated with a little sequence and then given a graph which plots all the civilisations power and how it has differed throughout the game. It is rally nice to see your line arching above the rest. You are also given a percentage rating and ranked (Dan Quayle is the worst) and you can save the leader board to disk if you want (the top ark I've got is 38%, 20% off the top). Also throughout the game you can access a demographics screen which gives you your rating (out of seven) on things like literacy, pollution and family size.

The game is viewed using a Sim City/Railroad Tycoon type overhead map which is split up into squares (although you can't see the dividing lines). Each square has a seperate terrain type and can be built upon or irrigated. Loads of diferent icons stand for different units from little wagons for settlers to row boats for Triremes. You control everything via the keyboard (using the numeric pad mainly) and mouse. The graphics are very good. Mainly the screens are static (when you meet opposing leaders, for instance) but there are a few animated scenes (revolutions and celebrations are a couple) but, on the whole, the graphics are good.

The map looks like a map and you can see what all the Small icons are. Sound is average. Each civilisation has it's own little ditty which play when you meet with the leader or they do something important (build a wonder or take over a city). There are three fighting sounds, each representing a different type of force. If a legion (armed with swords) wins a battle you hear a clash of swords, if a cruiser (armed with many canons) wins a battle you hear a great big BOOOM and there is one in-between for those mediocre in power units. The tune at the start of the game, during the long, OK opening sequence is completly annoying with just a few chords being repeated over and over with a little four bar melody playing in the background (which is also repeated over and over).

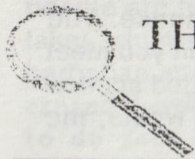
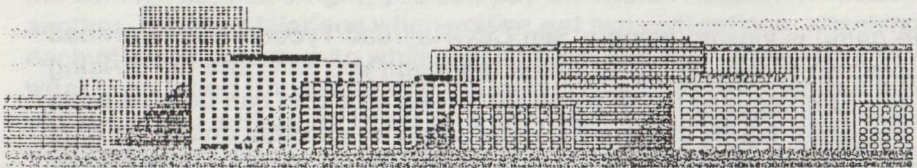
I must say that this is the best game I've ever played. After a week of

## CIVILISATION

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constant empire building and busting and anything up to ten hours a day spent on it the game still calls me back to it (in fact I'm eyeing my backups right at this moment). Anyone with a meg of RAM and any of the three computers should buy this, you won't be dissapointed. With five difficulty levels, fourteen civilisations to choose from, random or custom worlds to choose from or the ability to play on Earth you shouldn't find much to quibble about All I want to know now is when's Civilisation - The Sequel coming out?

Reviewed by James



## THE WESTBURY MYSTERY

written by Dorothy Millard  
played on the Commodore C64

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In this game you have to recover 5 stolen rings. You start off in a rat infested cellar in an old abandoned house. The walls are damp; there are nasty puddles on the floor as well as the rats and you'd like to get out of there as soon as you can however, you hear creaks and a blood-curdling scream from upstairs so you may be better off where you are. Finding your spirit of adventure and a scrap of courage and creep upstairs to the hall - all seems quiet but you see an ominous predatory shadow in the glass kitchen door.

Deciding it may be better to explore in other directions you find a study and a library with animal heads whose eyes seem to follow your every move...maybe upstairs will be less creepy. You tiptoe up the stairs and find a blood splattered room. Looking carefully you discover a torch but you are hit on the head as you leave and the torch is stolen. Another bedroom is full of cobwebs and a closet door which has a nasty habit of shutting you in until you find a way of keeping it

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## THE WESTBURY MYSTERY

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open. A third bedroom has a light on, unfortunately there is also a headless body on the floor so you flee. Perhaps you can escape in the attic? What a shame, the stairs disintergrate as you rush up them, so you're trapped I hoped you RAMsaved before you went up them.

Maybe the terrifying shadow has disappeared from the... kitchen door, good it has. You explore the kitchen finding useful objects, then venture into the garden where there is a revolting slimy fishpond, a selection of weeds and a shed whose door will not unbolt as it's rusty, perhaps you will find a means to oil it.

If you can get rid of the rats you may discover a hidden underground passage leading to a nearby village. There are a pub, bookshop, general stores and an old church complete with belltower. It is raining hard and if you don't move quickly the bridge to the village will be swept away and you will be stranded and your task unfinished. Perhaps you can buy a book to fill the gap in the library - there are so many that it's difficult to choose which one; a little knowledge of local history may be of use here. You return to the old house and can now open the shed - I hope you have the right equipment with you as you will get locked in with no means of escape. After escaping from the shed you can go fishing.

If you've done the correct thing with the book you will find a secret passageway leading to a crypt with a very ugly effigy and useful object. Do remember to turn off the torch as soon as you can, it's owner has'nt heard of long-life batteries. The lighthas now been switched off in the bedroom and the body has been moved by unseen hands. You find a flea-ridden mattress and start to scratch. Going outside to the balcony you see a courtyard below. You had something to tie to the balcony and start your descent, Whoops! it wasn't long enough and you break your leg and die a slow lingering death. The RAMsave facility comes in useful in this adventure. Later on you find a greenhouse and one of the rings - oh dear! a bird flies away with it right before your eyes.

You decide to return to the village to explore the church and other etc  
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## THE WESTBURY MYSTERY

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places you didn't have time to visit previously. You find another entrance to the underground crypt you've already visited. You still haven't completed your quest however, so you decide to go back to the house to tackle the attic. If you are fortunate you have found some of the rings and can escape the house of horrors for the final time.

I enjoyed the game, although the end was an anticlimax. The atmosphere was suitably scary and you can get killed off if you ignore the warning signs. All the objects that I found with the exception of one all had to be used. Any objects that were stolen from you could be re-discovered. By the way tin snips are metal cutters; I had thought they were metal filings until Les enlightened me.

This is the first Dorothy Millard game I have played but, I can honestly say that I am looking forward to playing others written by her.

Reviewed by Jenny.



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## A HANDFUL OF HAMPSTERS I

Written by Scott Denyer  
played on a Spectrum

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### AUNT VELMA

Aunt Velma is arriving for tea on her birthday. She is your favourite aunt and will expect a present from you. Luckily, you've already bought the gift. While seeing to your personal hygiene (having a bath) you suddenly remember the present is locked in the wardrobe in the spare room - and you've lost the key. Not for you the easy answer of breaking the wardrobe door - especially when you have one and half hours to search the entire house and gardens for the elusive key. Nor are you deterred by the blown fusebox and the dark area you won't be able to search until it is fixed.

You start in your bedroom where, to save the blushes of yourself and

## A HANDFUL OF HAMPSTERS I

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others, you really must get something to wear. Then, the usual pattern of searching rooms, the garden and garage for items to help you mend the fusebox then find the key. If you manage it all in the time allowed you make your aunt happy. If you tarry to long - watch out.

This is a short adventure which is somewhat easy. Most objects are quickly found and the answers to the problems are fairly predictable. Not much of a challenge, but a nice lead into the rest of the collection.

### DESMOND AND GERTRUDE

The age old story of boy meets girl, boy is a slob, girl's father is king and isn't keen for his daughter to marry poor slob so locks her up, boy and girl decide to elope, meet in a secret cave and live happily ever after etc. etc. etc. Gosh I'm getting really cynical in my middle years!

Your task is to help Desmond and Gertrude arrive safely at the secret cave and, as they travel seperately, this involves two different sets of problems. Gertrude has to escape from the palace into the countryside to find something of use. She returns to the palace and travels to her ultimate destination through rat infested underground passages - rather her than me!

Desmond begins the journey in his gutter home and needs to find objects to help other characters in the adventure. They, in turn, sometimes help him on his way. Desmond cannot reach the cave without a little help from Gertrude. There is only one place where this help can be given and you recognise it easily.

While this game is longer than Aunt Velma, it is not too difficult. Again, the problems posed were somewhat basic and items were easy to find. Even so, I quite enjoyed it. Perhaps it brought out the "romantic" in me.

### BRIAN AND THE DISHONEST POLITICIAN

In this two part game you play Brian Ramsbottom, a politically aware young man who realises that the local candidate, Gareth Pitchfork, is not altogether honest. In fact, you are so against him that you decide

## A HANDFUL OF HAMPSTERS I

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to scupper his chances of election. Your first line of attack is to stand against Mr Pitchfork in the election but, to have any chance of success, you need to gather extra votes. So, out you go into the constituency to persuade the electorate in any way you can. You end up helping all sorts of people, including an assassin of all people, and you even help a farmer find a donkey. Of course, it is your fault that the donkey is lost in the first place. You even take a leaf from your opponents book and do a little blackmailing. All your hard work comes to fruition and you win the votes you needed.

However, still not sure of victory you set out to prove Pitchfork is a crook. Where better to find such proof than in the villain's home. The beginning of Part Two finds you in the gardens surrounding Gareth Pitchfork's mansion. The gardens are quite extensive and have much to offer you if you search well. On gaining entry to the building, you move around the various rooms which, hopefully, lead to your goal. Here again there are lots to find - and you will need to search almost everything to make progress.

This was the best of the collection. The posers are more devious, there are lots of objects to find and even those easily traced are not too easy to collect. I particularly liked the key in the loo; doesn't everyone enjoy spending hours sticking all sorts of things down a loo to get a key.

I wish that when I first started adventuring many years ago, I'd had a collection like this. I may have continued rather than give up because it was "all too difficult". The content has been well matched to take a learner along step by step with each programme becoming longer and more complicated. Not that the more experienced amongst you won't find something in this - particularly in the two parter.

In all the games the text is well written to give as much information and as little help as possible. However, where the author obviously feels a little hint may be needed he has "slipped it in" so as not to be too obvious. I think this is so much better than giving the game away too much and spoiling the fun of working out the problems. The

## A HANDFUL OF HAMPSTERS 1

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humour of Scott Denyer shines through as usual. I did begin to wonder at his affinity for toilets! I'm sure that any of his fans who have'nt already collected the games offered here will rush to obtain them. And I hope that anyone thinking of joining the world of adventuring will also give them consideration because I really do think they would have to look hard to find a better "starter pack".

Reviewed by Wynne.

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### THE DARK GLADIATOR

written by Larry Horsfield

played on a Spectrum



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You've always been a curious person (in more ways than one) and when you read about a violent triple suicide in a remote area your inquisitiveness is aroused and you decide to book a room in a local hotel and go and have a look yourself, as you think there may be more to this then meets the eye.

You start the game in the hotel car park near your trusty and reliable car (well, this is a game). You're quite thirsty so you venture into the hotel bar for a drink and hear the gossip about the suicides, what you hear arouses your interest so you decide to visit the village, the farm and a mysterious place "the mound" to see what else you can discover. The village is absolutely typical of a country village - it includes an antique shop and garden centre but no supermarket but there are plenty of useful items to buy and lots more interesting snippets of gossip to be picked up there. There is a local job too - be warned.

The locksmith has ran out of brass, which was an interesting problem; also there is a derelict shop which you can't break into yet but maybe later....? If you manage to dispose of the hotel receptionist your nosiness will eventually lead you to explore the bedrooms and in one of those you will find an exit which will lead you to a mysterious and magical figure in the woods. He gives you a small present and some

## THE DARK GLADIATOR

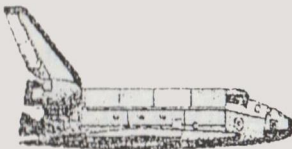
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very useful information, the small present if used properly will help you find some magic spells you will need to defeat the Dark Gladiator later on. You will need a light before you reach the spells and I was trying a lot of fiddly inputs where a simple one would suffice.

Once you have the spells in your possession you will be able to solve some problems in more ways than one, which makes it quite a nice game for the less experienced player, but still interesting for the more advanced as you can RAMsave and see how many ways you can find of solving things. Now you are armed with your spells you confidently advance to the farm where the Dark Gladiator is temporarily confined. After a long and heavy battle you can defeat him if you've listened to advice but there is still one more task to complete.

I enjoyed this game and only got very stuck when I tried to start the car ("put key in ignition", "click once" etc) when I rang for help, all you have to do is "drive to" wherever you want to go. There's no maze (yippee!) and it's easy to map. The location descriptions are good. I felt like leaving the kitchen location where the suicides occurred very quickly as it was still covered in blood. There is a helpful vocab section too. The game is well worth a whirl.

Reviewed by Jenny



**NEW ARRIVAL**  
written by J Taylor  
played on an Atari



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You start the game in the enigmatic Accomodation Room 479 - a dull, grey room with panel lighting, and with only a bed and cabinet for company. Where you are; why you are there; and, indeed, who you are, is not explained - there is no game intro, and no storyline instructions sheet is provided. It is very much of "learn as you play" - so lets start learning. A thorough search of the room will reveal some useful items, one of which is an I.D. card bearing the

## NEW ARRIVAL

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the details for someone called Richard A. Dyson - is this you, or someone else? Outside the room, you find yourself in a system of corridors, crossed by moving walkways - the type you find in airports; so is that where you are?

At one end of the walkway you will find a room full of computer equipment, on the screen of which is displayed the name NW MINING - where do they fit in? The equipment is just begging you to insert your card, so do so. The screen changes to show a photo and more details about the mysterious Mr Dyson. It must be said that the way the graphics 'update' here, as the computer is used, is very well done. Further information is, however, denied until you input the correct access code - wouldn't you just know it! In a nearby office, being nosy will provide you with another name to conjure with - that of J W Lawrence.

At the other end of the walkway is the entrance to the mine - so I AM in the premises of NW MINING; or am I - access to which is via a gravity chamber (a futuristic lift), but the man behind the desk here won't let you down unless you're properly kitted out. Heed this man well, for he lets slip some much needed information.

To cut a long story short (really as not to give too much away), it is now necessary to resort to a little violence, and to carry out an impersonation, in order to enter the mine and gain access to the shuttle found down there. Once on board, you will meet a man who, thinking you're someone else, hands over some documents - the contents of which add more twists to the story!

It seems that NW MINING is a fake company - so what do they REALLY do? But, even more alarmingly, they make sinister reference to 'mind reconstruction' experiments; and the fact that one Dereck Rigby is currently going under the name of Richard A. Dyson! Just what is my name then?

After touchdown, a quick stroll through some picturesque gardens will see you in yet another underground complex, and in the company of

## NEW ARRIVAL

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one Commander Romony. He informs you (remember you're still in disguise) that Richard Dyson escaped from the fake mining company, but that he has been captured and that they are holding him in the room next door!! By this stage I was totally confused - if the man next door is Richard Dyson (or rather Derek Rigby currently going under that name), then **WHO THE HELL AM I??**

Some more violence is again necessary here, in order to obtain an important object; this in turn must be protected when you next do your Duncan Goodhew bit! On the island, you finally meet a friendly face; hand over the goods; and board the nearby rocket in order to make your getaway. The countdown is completed then.....nothing! Sh...ucks - someone has disconnected the power! And the 'baddies' are surrounding the ship! This then, is your final task - to re-connect the power supply; regain entry to the ship; and effect your escape from the island.

Thankfully, too, at the end of the game all is revealed about what is going on - and your true identity! Written with STAC, the game is very well put together; the graphics, whilst not up to LURE OF THE TEMPTRESS standard, are well done and effective. It is not a big game (only some 36 locations), but that doesn't mean it's a pushover - there are one or two tricky bits in it!

In one respect, I thought it was a little unfair in not providing any background info - if I didn't know who I was, or whose side I was on how was I expected to know whether the people I met were friendly or not? In my case, I just tried knocking seven bells out of EVERYONE - if it worked, all well and good; if not, there's always the RAMsave! All in all, however, despite it's confusing aspects, I found it an eminently playable game.

Reviewed by Terry.







Supplied by  
Les Mitchell  
played on a  
Spectrum

EXAMINE RED - GET FOOD - DROP FOOD - (Nanny picks you up) - GET BROOCH - THROW BROOCH - N - N - EXAMINE PURPLE - N - EXAMINE MURAL - EXAMINE GREEN - N - E - EXAMINE POTTY - EXAMINE YELLOW - W - W - W - EXAMINE BOX - GET SAW - E - E - S - S - W - W - S - EXAMINE BLUE - UP - (Teddy asks you to take him to the Land of Make Believe and he will help you to find your Mom!) - GET TEDDY - DOWN - N - E - E - E - EXAMINE TUNNEL - GET ORANGE - EXAMINE ORANGE - DROP ORANGE - N - CUT CHAIN - (Fairy drops her wand) - DROP SAW - GET WAND - N - N - SAY DOBBIN - DROP WAND - N - W - GET DOLL - E - N - GET TRICYCLE - S - S - S - S - S - W - N - N - W - W - GIVE DOLL - W - W - LOWER FLAG - GET UNDIES - E - E - E - E - S - S - E - N - N - N - N - E - E - USE UNDIES - SEARCH NAPPIES - GET SUIT - WEAR SUIT - SEARCH NAPPIES - GET GLASS - W - W - S - S - S - S - W - S - RIDE TRICYCLE - S - W - REPAIR MIRROR - LOOK - DROP UNDIES - GET CANDLE - BANG DOOR - (the White Rabbit appears with watch) - GET WATCH - W - NW - W - S - S - E - S - W - S - W - S - S - S - GET SPIDER - N - N - N - E - N - E - N - W - W - W - N - DROP SPIDER - GET CURDS - S - W - (Bully runs off with the curds instead of Teddy!) - W - W - DOWN - GET SPADE - UP - E - E - E - E - E - E - S - W - S - W - W - EXAMINE WATCH - (building appears to West!) - W - W - W - UP - EXAMINE PANEL - CLOSE DOOR - BELT - 2 - 3 - IGNITION - 1 - LOOK - DOWN - DIG - GET CHEESE - DROP SPADE - N - GET ROCKET - S - UP - CLOSE DOOR - BELT - 2 - 3 - IGNITION - DOWN - E - E - E - E - E - N - E - N - W - N - N - TIE ROCKET - LIGHT FUSE - W - W - EXAMINE STOCKING - (Santa has left you something!) - GET POTION - E - E - DROP CANDLE - DROP TEDDY - S - S - E - S - W - S - S - S - S - PUT CHEESE - LOOK - (there is a mouse in the trap!) - GET MOUSE - N - GET ARMOUR - WEAR ARMOUR - N - N - W - S - S - W - W - PUSH HUMPTY - (your armour protects you from

the King's men) - LOOK - GET APPLE - W - (the Queen of Hearts says you've come to save us and stop the Snow Queen from taking over her Kingdom) - E - E - E - N - N - E - N - E - S - S - E - E - (the Snow Queen says get rid of the Queen of Hearts!) - W - W - N - N - W - S - W - S - S - W - W - W - E - E - E - N - N - E - N - E - S - S - E - E - (by visiting the Queen of Hearts, the Snow Queen thinks she is dead) - GIVE APPLE - (the Snow Queen dies!) - W - W - N - N - W - S - W - S - S - W - W - W - (the Queen of Hearts offers a ticket) - LOOK - GET TICKET - E - E - E - N - N - E - N - E - N - W - N - N - GET TEDDY - N - N - DOWN - DROP TEDDY - DROP SUIT - DROP ARMOUR - DROP MOUSE - DRINK POTION - (you turn into a frog allowing you to go North) - DROP BOTTLE - GET TEDDY - N - N - UP - W - DROP TEDDY - SW - S - GET HOLE - N - NE - E - DOWN - S - S - UP - S - S - S - S - W - W - W - W - W - W - W - W - GIVE HOLE - W - W - W - GIVE TICKET - W - EXAMINE STALL - GET BALLOON - E - E - E - E - E - E - E - E - E - E - E - N - N - N - N - DOWN - GET MOUSE - N - N - UP - W - SW - S - NW - W - W - BLOW BALLOON - W. DROP MOUSE - (it runs up the clock.....the noise of the clock wakes the Princess and she kisses you.....you are back as a baby!) - LOOK - EXAMINE FLOOR - OPEN DOOR - DOWN - E - E - UP - SE - N - NE - GET TEDDY - NW - W - W - W - S - S - S - GET CALF - N - N - N - E - SWAP CALF - (for seeds) - W - S - E - PLANT SEEDS - UP - UP - UP - FOLLOW RAINBOW - FOLLOW RAINBOW - FOLLOW RAINBOW - W - (King Teddy says make a wish) - SAY TEDDY...



## THE BIG SLEAZE

John R. Barnsley  
Commodore C64



The game is played in the order 1 - 3 - 2. PART ONE. Start in your office.....INVENTORY - (carrying a bunch of keys, your last 'Lucky' and a lighter) - EXAMINE DESK - (to find your flashlight) - TAKE FLASHLIGHT - N - TAKE MAC - WEAR MAC - S - SMOKE - WAIT - (several times until 'she' enters) - TAKE CHEQUE - DROP LIGHTER - EXAMINE CHEQUE - (for 100 dollars) - N - WAIT - (until a dog arrives and drops some useful items) - READ NOTE - DECODE NOTE - TAKE CHEQUE - TAKE PHOTO - EXAMINE PHOTO - N - DOWN - UNLOCK DOOR - OPEN DOOR - S - S - EXAMINE CAR - (you find a stick of.....)

## THE BIG SLEAZE

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dynamite!) GET IN CAR - DROP CHEQUE - DROP CHEQUE - EXAMINE MAC - (a crowbar falls out) - DROP FLASHLIGHT - GET OUT - TAKE DYNAMITE - N - N - UP - S - S - EXAMINE SAFE - PUT DYNAMITE IN KEYHOLE - TAKE LIGHTER - LIGHT FUSE - N - DROP LIGHTER - WAIT - (until you hear an explosion) - S - TAKE GUN - EXAMINE GUN - TAKE BATTERY - TAKE KEY - EXAMINE WALLET - N - N - DOWN - S - CLOSE DOOR - LOCK DOOR - (you must do this or your office will be booby-trapped should you return here!) - S - GET IN CAR - DROP GUN - TAKE FLASHLIGHT - PUT BATTERY INTO FLASHLIGHT - DROP FLASHLIGHT - DROP KEY - TAKE CHEQUE - TAKE CHEQUE - TAKE BANK BOOK - EXAMINE BANK BOOK - (to get the address of your bank) - LOOK - (you notice 2 wires hanging out from the dashboard) - TOUCH WIRES - (this is the only way to start your car!) - DRIVE TO ASTORIA BOULEVARD. GET OUT - WAIT - (until the clock chimes 6am) - N - N - (your cheques are now credited to your account) - S - S - GET IN CAR - DROP BANK BOOK - TAKE GUN - TOUCH WIRES - DRIVE TO JOES - GET OUT - N - (WAIT if closed) - N - E - W - EXAMINE WALL - (someone wants to see you at Imrahd Street) - S - S - GET IN CAR - TOUCH WIRES - DRIVE TO IMRAHD STREET - GET OUT - N - UP - E - UNLOCK DOOR - OPEN DOOR - IN - (Ben Durr is here) - EXAMINE SOFA - (you find a piece of photo and Ben confesses, mentioning 21st Street and a German man) - TAKE PHOTO - S - W - DOWN - S - GET IN CAR - TOUCH WIRES - DROP PHOTO - DRIVE TO POLICE STATION - GET OUT - E - E - N - (you are thrown back out!) - UP - (you are ejected from there, too!) - S - N - W - W - GET IN CAR - TOUCH WIRES - DRIVE TO 21ST STREET - TAKE FLASHLIGHT - TAKE CROWBAR - GET OUT - W - S - E - (if not open WAIT then go East) - N - EXAMINE OBELISK - PUSH OBELISK - (you find a grille) - OPEN GRILLE WITH CROWBAR - TURN FLASHLIGHT ON - IN - S - E - UP - OPEN GRILLE WITH CROWBAR - IN - EXAMINE DESK - (you find another piece of the photo) - DROP CROWBAR - TAKE PHOTO - IN - DOWN - W - N - W - S - W - N - E - GET IN CAR - DROP PHOTO - DROP FLASHLIGHT - TOUCH

## THE BIG SLEAZE

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WIRES - DRIVE HOME - YES,SAVE DATA - RESET (or switch off) - LOAD PART THREE PART THREE.(Load in saved data from Part One) Start this part in your car, outside your home.....DROP PHOTO - TAKE FLASHLIGHT - TAKE BATTERY FROM FLASHLIGHT - DROP FLASHLIGHT - GET OUT - N - (a German now offers you a wad of bills in an attempt to bribe you!) - LOOK - TAKE BILLS - EXAMINE BILLS - UP - W - UNLOCK DOOR - OPEN DOOR - IN - (your phone is ringing) - ANSWER PHONE - (Marlow mentions Chinatown) - S - CLOSE DOOR - LOCK DOOR - E - DOWN - S - GET IN CAR - TOUCH WIRES - DRIVE TO CHINATOWN - GET OUT - E - S - EXAMINE CRATES - W - SAY TO WANG OPEN DOOR - (you can now enter the back room) - S - TAKE CLOTH - EXAMINE CLOTH - (copper polisher?!!) - N - E - S - (you now see Dyke Spanner who gets shot by a villian. Before he dies, he mentions the dame and Brooklyn Heights) - E - (if closed - 'WAIT' then East - it opens at noon) - DOWN - (the villian raises his M16 shooter in your direction!) - SHOOT VILLIAN - LOOK - (you've shot his leg off!!) - EXAMINE LEG - (there is a bit of the photo stuck in his sock!) - TAKE PHOTO - UP - W - N - N - W - GET IN CAR - TOUCH WIRES - DRIVE TO BROOKLYN HEIGHTS.DROP CLOTH - DROP BILLS - DROP GUN - TAKE PHOTO - TAKE PHOTO - TAKE PHOTO - GET OUT - EXAMINE BUSHES - (!! ) - N - UP - W - UNLOCK DOOR - OPEN DOOR - IN - (the dame adds her piece of the photograph to complete the picture, then leaves) - TAKE PHOTO - EXAMINE PHOTO - (it's of Humphrey Bogart, and in the background you can just make out Adolf Hitler looking into the Pawn Shop window. You also see the address - Kenmare Street) - W - EXAMINE BOWL - ('Spot' has eaten!!) - E - S - E - DOWN - S - GET IN CAR - DROP PHOTO - TAKE KEY - TOUCH WIRES - DRIVE TO KENMARE STREET.GET OUT - N - (if closed, enter 'WAIT' then continue to enter 'Z'. This will take some time as the Pawn Shop doesn't open until 6am!) - N - (into the Pawn Shop) - EXAMINE TROPHY - (!! ) - UNLOCK DOOR - OPEN DOOR - E - EXAMINE BANNERS - (one of them is an agenda sheet) - EXAMINE FLAGS - W - S - GET IN CAR - TOUCH WIRES - DRIVE TO BATTERY PARK - DROP KEY - TAKE CLOTH - GET....

## THE BIG SLEAZE

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OUT - S - (you are now on the ferry) - WAIT - WAIT - WAIT - (you are now on a jetty) - E - E - UP - READ SIGN - UP - EXAMINE FLAME - (copper!) - RUB FLAME - (you reveal some writing) - READ WRITING - (you learn that the plans are in the Maltese Bullfinch) - DOWN - DOWN - W - W - N - (back on the ferry) - WAIT - WAIT - WAIT - GET IN CAR - TOUCH WIRES - DRIVE TO CENTRAL MANHATTAN - YES. SAVE DATA - RESET (or switch OFF) - LOAD PART TWO PART TWO. (Load in saved data from Part Three) Start this part in your car, at Times Square.....DROP CLOTH - TAKE BILLS - TAKE GUN - GET OUT - S - S - IN - GIVE BILLS - (the old man gives you a model plane) - OUT - N - E - IN - (if closed 'WAIT' and repeat 'IN') - S - WHISPER TO LIBRARIAN BULLFINCH - (she takes out a newspaper) - READ NEWSPAPER - (you learn that the Maltese Bullfinch is lost in Central Park lake) - N - OUT - W - N - GET IN CAR - DROP MODEL - TOUCH WIRES - DRIVE TO CENTRAL PARK - (you must now 'WAIT' until 6am! This is because, during the hours of darkness, you will be mugged by tramps in the park area. The only safe way to ensure that you have enough time to carry out all your tasks in daylight is to start at the beginning of the day) - WAIT - (repeatedly until 6am) - GET OUT - N - N - W - TAKE NET - E - N - E - N - W - N - EXAMINE BRIDGE - (you see a whale) - SHOOT WHALE - (it capsizes!) - TAKE WHALE - (using the net) - DROP NET - EXAMINE WHALE - (you find the Maltese Bullfinch!) - SMASH BULLFINCH - (you find some documents) - READ DOCUMENTS - (top secret Nazi documents) - S - E - S - W - (you see King Kong on top of the Empire State Building!) - S - S - S - GET IN CAR - TOUCH WIRES - DRIVE TO CENTRAL MANHATTAN - TAKE MODEL - TAKE BATTERY - GET OUT - S - S - E - IN - PRESS BUTTON - (the elevator doors open) - IN - PRESS BUTTON 102 - OUT - (Kong is almost upon you, carrying the dame and her father) - PUT BATTERY INTO MODEL - (the model plane flies off and Kong stops....."Duh?", he said, cretinously. "Airplane?.....Not like!.....Nasty!.....RUN AWAY!!").



# TEMPLE OF TERROR

(Adventuresoft U.K.)

John R. Barnsley - Spectrum 48K



You are carrying Yaztromo's Spellbook, a sword and a trident. READ BOOK to see 4 spells: Sleep, Dart, Incendiary and Shrinking. To use a spell say CAST followed by the name of the spell. Each spell can only be used once!

CAST SLEEP - (at the Pirates.....they fall asleep) - GO BOAT - EXAMINE DECK - GET TELESCOPE - (The Pirates begin to awake!) - E - GO BRIDGE - S - CUT ROPE - (of the bridge....the Pirates fall into the river and are devoured by the crocodiles!). Go SOUTH to the Boulders and GET TORCH then go back NORTH and EAST to the Burning Hut. KILL ELVES WITH SWORD and then EXAMINE BODY of the man - killed by the elves - and GET BOW - GET ARROW. LIGHT your TORCH from the burning hut and go to the patch of Black Ground. There is a bronze medallion here....if you GET MEDALLION it burns an 'M' into your hand and you quickly drop it again! The 'M' remains in your inventory for the rest of the game! At the boulders, GO BOULDERS into a cave where there is a Cave Troll. The lit torch sends him screaming into the depths of the caves. EXAMINE CAVE to reveal that it is empty except for a small Rock - GET ROCK. Leave the cave and drop the torch, as it has no further use, and proceed to where you meet the Harpy. KILL HARPY WITH TRIDENT...incidentally, if you don't kill the harpy then the 'Terodactyl' will fight and kill it as you fly on the eagle!! Now, moving one location SOUTH you find a Pouch. GET POUCH - EXAMINE POUCH - a piece of paper drops out - GET MESSAGE - READ MESSAGE - (No, it isn't an apology from the programmers!!! Just a little memo from Yaztromos informing you that help is at hand!) - DROP MESSAGE. An Eagle will shortly land now and you should DROP TRIDENT as you have no further need of this. EXAMINE EAGLE and you are told that it looks like the closest thing around here to a Jumbo Jet!..GO EAGLE. As you fly on the back of the Eagle, you are attacked by a mis-spelt Terodactyl! FIRE ARROW to kill it and the Eagle lands allowing you to CLIMB DOWN. The Eagle will now leave you. You are now in the.....

## TEMPLE OF TERROR

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Desert and you have a limited number of moves before dying of thirst - also, the effects of this will disorientate you somewhat! **EXAMINE SKELETON** to find a small wooden Box. **GET BOX - OPEN BOX** to reveal a Mirror and a Sealed Clay Pot. **GET MIRROR - DROP BOX** - the clay pot appears to be a red herring! If you **BREAK POT** poisonous gas escapes and kills you!! Go **SOUTH** to the Cactus and **CUT CACTUS - EXAMINE CACTUS** - to find your water....**DRINK WATER**. Continue **SOUTH** to the Basilisk and **CLOSE EYES**, to avoid the stare of the Basilisk. **POINT MIRROR AT BASILISK** and it turns itself to stone! **OPEN EYES** now then **DIG**. You will uncover a bronze bell. **GET BELL** and **DROP MIRROR**. Proceed **SOUTH** to where you see some footprints in the sand leading West, and go **WEST**. **EXAMINE MAN - GET BOTTLE**. The bottle is empty, so go back **EAST** then **SOUTH** to where you will see a Black Tent. **ENTER TENT** and a chap named Abjul will give you some much needed refreshment, in fact if you want to make a pig of yourself, he'll do this **EVERY** time you enter his tent!! There are several objects on sale here but the only ones you should bother with are the Bracelet of Mermaid Scales, the Mongoose and the Silver Button. **EXAMINE POUCH** to find 14 Gold Coins and **BUY BRACELET - BUY MONGOOSE - BUY BUTTON**. Go **EAST** out of the Tent then **WEST** a Giant Sandworm appears. **THROW ROCK AT SANDWORM** and it chokes to death. **EXAMINE MOUTH** and **GET TOOTH** then head **EAST** and **SOUTH** to where you see birds and trees to the East. Go **EAST** to an Oasis and **FILL BOTTLE** - this is poisoned water so don't drink it! Continue **SOUTH** through the Desert until you reach the outskirts of the City. At the City Entrance **KICK SAND AT SERPENT** to temporarily blind it then **GO DOOR** to enter a Large Square. **GO ARCHWAY** and **DOWN** the staircase to a Corridor. **EXAMINE CASKET** to find a Shield with magic markings. **GET SHIELD** and continue **SOUTH**. You will meet a creature who whispers "Death"..if you subsequently read all five letters of this word on your travels, then you will die!! From now on at various locations the letters are found in reverse order if you're not

## TEMPLE OF TERROR

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careful! Continue down the corridor to a Deep Pit - this is a two-fold problem as at the far side of the pit is the Eye Stinger! CLOSE EYES then JUMP OVER PIT then SOUTH to pass the Eye Stinger. You can now safely OPEN EYES. (Carry out this same procedure in REVERSE to traverse the pit in a NORTHERLY direction!). At the location now reached, South of the Eye Stinger, is an iron grille - if you EXAMINE GRILLE you will see the letter 'H' so don't bother!! Go EAST then SOUTH to the creature with the sword (Lizard Man). CAST INCENDIARY AT LIZARD - EXAMINE LIZARD to find an Iron Key - no use found for this though! EXAMINE SACKS to reveal that they are full of grain. The sack could also be taken but this is not necessary. Proceed EAST to a Dead End with a Ladder. GO LADDER to meet a Gnome holding a wooden pole. TALK TO GNOME and he will offer to trade one of his treasures for your telescope. GIVE TELESCOPE and the Gnome will point to a handle in the floor. PULL HANDLE to reveal a cavity. EXAMINE CAVITY and you've found the CRYSTAL Dragon! GET DRAGON. (If you now attack the Gnome his pole will turn into a snake and you should DROP MONGOOSE to deal with it). DOWN then WEST to the Dingy Room. KILL RATMAN WITH SWORD - EXAMINE CARCASS to find some 'goblin flesh'. GET FLESH - POUR WATER ONTO FLESH - DROP BOTTLE..you now have some poisoned flesh. GO LEFT ARCH back into the Corridor where you see some broken glass. (You can get a piece of glass if you so wish but no use has been found for it).Go NORTH past the Skeleton Warrior to find two Stone Coffers. EXAMINE COFFERS and they contain a Stone Cannonball and a Hammer. GET CANNONBALL. (no use found for the hammer.....maybe it SHOULD have been used to destroy the Dragons?!). Go SOUTH to the Skeleton Warrior and ROLL CANNONBALL AT SKELETON. It was carrying a useful net so GET NET. Also GET CANNONBALL and go back SOUTH then WEST to the Corridor where you find a Dead Man. Go SOUTHEAST where you see 'Horrific Images' and ROLL CANNONBALL EAST. This action releases a Crossbow Bolt as the ball rolled into a tripwire.....the bolt would otherwise have killed you had you



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entered the Narrow Tunnel without doing this! GET BOLT then go EAST and GET CROSSBOW - LOAD CROSSBOW ready for use. GO ARCHWAY to leave the Narrow Tunnel. DO NOT linger in the Dusty Room with horrific images!! Go to the Corridor location with the Carved Doorway and GO DOOR where you are immediately attacked by a Death Dog. DROP FLESH - (or GIVE FLESH TO DOG) to poison it.....you can then GO ARCH into another Narrow Tunnel and GET TRIANGULAR STONE. (This is the second location where you would have been killed by the crossbow bolt had you not first disarmed it by rolling the cannonball!). Take the loaded crossbow back NORTH along the Corridor (remembering to CLOSE EYES and JUMP OVER PIT!!) to the location with Drapes. EXAMINE DRAPES to see an Iron Door.....maybe this is where the Iron Key SHOULD have been used?! GO DOOR and you will now see a Bucket hanging by a rope. CUT ROPE WITH SWORD. You will now be attacked by a Giant Centipede so FIRE CROSSBOW AT CENTIPEDE to kill it.....you only have ONE move so the crossbow MUST be loaded before you enter this room! EXAMINE BUCKET to find a BONE Dragon. GET DRAGON. The crossbow and bucket can now be dropped here as they serve no other purpose. Go back SOUTH along the Corridor to where the Dead Man is. EXAMINE MAN - GET GAUNTLET. Go SOUTH again to where you see a giant Glowing Moth. CAST SHRINKING AT MOTH and you can now GET MOTH. (this is your source of light below the trapdoor). Continue SOUTH to the Bronze Idol then GO TUNNEL and GO WATER where a tentacled Thing appears!! DROP BRACELET to dispose of this and continue SOUTH. At the Dead End EXAMINE ALCOVE to find a small Silver Box. GET BOX - OPEN BOX and you've found the SILVER Dragon. GET DRAGON. The box is of no use to you so leave it here. In the Corridor the Phantom will drain your strength so DROP BUTTON and the Phantom will be turned to dust! Go to the Corridor with the Chair and Tapestries and SIT IN CHAIR to feel refreshed - THIS DOESN'T WORK ON MOST COMMODORE VERSIONS OF THE GAME!! EXAMINE TAPESTRIES for a clue and GET TAPESTRY. Go to the end of the Corridor to the....

## TEMPLE OF TERROR

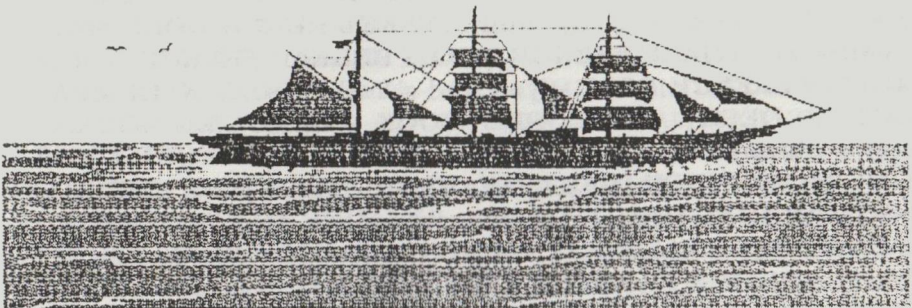
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Pool of Liquid. DRINK here to increase your strength and enable you to defeat the forthcoming Mutant Orc! Go to the end of the Corridor past the doors and GO RIGHT DOOR - THROW TAPESTRY AT FIEND to imprison him in his jar then EXAMINE VASE to find a Scorpion. You must have the Gauntlet to be able to safely GET SCORPION. Go back to the doorway where you can hear cries and THROW SCORPION IN DOOR - GO DOOR. The Scorpion has killed the Torturer! FREE MAN. He tells you his name is THITA. You can now drop your gauntlet. Now go to the next door along the Corridor which is described as being locked, but you just GO DOOR to enter! You are now asked the name of the man you just freed - SAY THITA and you can now GET LODESTONE. Go back to the end of the Corridor and GO LEFT DOOR where there is a door with a box. The box has a slot in it. If you were to DROP GOLD COIN IN SLOT (assuming you have one left in your Pouch) then a small panel will flip open and you will see the letter 'T'!! GO DOOR and you now see the letter 'A'. Continue through another door to the Candle-lit Chamber where the Night Horror shoots bolts of light at you with a silver rod. RING BELL to defeat it and he will drop the rod.....this immediately causes the ceiling to lower - you must GET ROD to survive and always carry it to pass through this room! EXAMINE NIGHT HORROR to find a key and GET KEY - UNLOCK DOOR - GO DOOR to leave the room. The key is of no further use. In the next room is a carving...EXAMINE CARVING - EXAMINE BUILDING - GET ROOF - EXAMINE CAVITY to find the EBONY Dragon. GET DRAGON - DROP ROOF. SOUTH now to the Large Hall with an Altar and Two Disciples. THROW NET AT DISCIPLES - KILL DISCIPLES WITH SWORD - EXAMINE ALTER - (Yes! You must input Alter exactly as spelt in the program!!) - GET CROSS - (another stone). At the next location SOUTH you cannot pass the Arms with the Swords unless you first THROW LODESTONE which locks them together. Go EAST at the location with the Curtain of Rain to the Mutant Orc. Provided you have drunk the liquid at the pool you can now successfully KILL ORC then EXAMINE ORC to find a Circular

## TEMPLE OF TERROR

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Stone. GET STONE then GO CURTAIN to the Corridor with two doors. One door is the Sun Door and the other the Moon Door. The Sun Door is sudden death so GO MOON DOOR to a Chamber containing 3 pots. EXAMINE BLACK POT will reveal nothing and EXAMINE RED POT will reveal the letter 'E', so EXAMINE WHITE POT to find a Square Stone. GET STONE and you have now obtained all four stones which you must insert in the Great Stone Door! Go SOUTH to the Empty Room with a Trapdoor. If you GO TRAPDOOR you MUST carry the Moth to be able to see - yet there is NOTHING to be gained by going down!! Go through the Treasure Room.....there does not seem to be any way out of the Oak Door at the Top of the Steps. The Grapes are poisonous so carry on to the two Skeleton Men. THROW NET to reduce them to a pile of bones then go WEST to find Leesha and her servant. You must carry the Shield into this location to KILL SERVANT WITH SWORD. Leesha will now run off, carry on WEST to the Hallway. EXAMINE IDOL - EXAMINE MOUTH to find the GOLDEN Dragon. GET DRAGON then go NORTH to a Passage with a massive Stone Door. A Dwarf is here who says: "Hurry, Malbordus is close to victory". The door has four holes in it. EXAMINE HOLES to find that they are the same shapes as the stones you have found! INSERT each STONE and you will keep getting rather strange messages about pirates falling into the river and being eaten by crocodiles!! This is supposed to be the end of the game, yet due to faulty implementation of the program this is all you get!!!!





# JACK THE RIPPER

Commodore C64



## PART ONE.

W - S - EXAMINE SHAPE - TAKE CRUMPLED PAPER, KNIFE AND SMALL PAPER - PUT SMALL PAPER IN POCKET - PUT CRUMPLED PAPER IN POCKET - N - (to your room) - TAKE SMALL PAPER AND READ IT - TAKE CRUMPLED PAPER AND READ IT - WAIT - (until the Daily Times is delivered) - TAKE TIMES AND READ IT - EXAMINE WASHSTAND - LOOK IN MIRROR - HIDE KNIFE UNDER BED - WASH - EXAMINE CARVED TABLE - EXAMINE OCCASIONAL TABLE - (an 'ocarina' is a type of egg-shaped whistle!) - PULL CORD - DROP ALL - (the Maid changes the cold water for some hot water) - SHAVE - LOCK DOOR - OPEN WINDOW - TAKE SHEETS AND TIE THEM TOGETHER - TAKE KNIFE - TAKE PEN AND BOTTLE - EXAMINE BOTTLE - EXAMINE PEN - EXAMINE KNIFE CAREFULLY - INSERT NIB IN SLOT - EXAMINE BEAD - PUT BEAD IN BOTTLE - TAKE PILLOW AND RAZOR - CUT PILLOW WITH RAZOR - PUT BOTTLE IN SLIT - THROW PILLOW OUT OF WINDOW - DROP ALL. CLIMB DOWN SHEET AND TAKE PILLOW - EAST - CALL CAB - SAY TO CABBY "17 SLOANE SQUARE" - JUMP OUT - OPEN DOOR - CLIMB OUT - (to a corridor) - LOOK IN MIRROR - INVENTORY - W - E - WAIT - (several times until the men leave the room) - W - EXAMINE CANVAS - EXAMINE SMALL PAINTINGS - READ PLAQUES - LOOK BEHIND "THE EXHALTATIONS OF LUCIFER" - OPEN DESK - (locked as yet!) - EXAMINE FIREPLACE - EXAMINE DOLLS CAREFULLY - (this Commodore version has a bug here and you cannot examine the dolls.....there are a Scottish doll, French doll and a Baby doll) - TAKE FRENCH DOLL AND EXAMINE IT - SHAKE FRENCH DOLL - BEHEAD FRENCH DOLL - LOOK IN FRENCH DOLL - (you find a key) - UNLOCK DESK - EXAMINE DESK - TAKE RED BOOK - READ RED BOOK - (safe combination) - TURN DIAL LEFT TO 34 - TURN DIAL RIGHT TO 98 - TURN DIAL LEFT TO 90 - TURN DIAL LEFT TO 13 - TURN DIAL RIGHT TO 57 - EXAMINE CAVITY - TAKE BLACK BOOK - EXAMINE IT - READ IT - (you are now in Sloane Square) - JUMP IN FRONT OF LADY - (the lady is saved from.....

# JACK THE RIPPER

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the assassin and sees that you have the bead from the knife.....she tells you to CALL HERMIONE to awaken in Part Two).

## PART TWO.

(You have a limited number of moves in this part to reach your destination!) HERMIONE - GET UP - OPEN CABINET - LOOK IN CABINET - TAKE BOTTLE - DRINK BRANDY - (you feel better now) - W - DOWN - N - N - EXAMINE DOOR - PRESS BUTTON - (the bell rings) - S - E - W - S - UP - W - OPEN WARDROBE AND LOOK IN IT - TAKE SUIT AND WEAR IT - E - UP - LOOK BEHIND CURTAIN - EXAMINE BOOKS - TAKE BOOK AND READ IT - TRACE VERITAS IN WATER - LOOK IN BALL - DOWN - DOWN - N - N - N - HAIL CAB - HANBURY STREET - (to an Alley) - NE - (from the shaft bottom) - W - E - E - W - W - SAY TO MAN "DOES RENDELWISE LIE" - (if this IS Rendelwise, the man will say "NO") - E - E - E.....(you are given the word 'KERUGMA').

## PART THREE.

KERUGMA - S - CLIMB COLUMN - GET KEY - EXAMINE KEY - DOWN - LOOK IN CRACK - N - N - EXAMINE CARVINGS - EXAMINE ARCH - OPEN DOOR - N - LOOK THROUGH GATE - W - EXAMINE STATUE - READ LETTERING - E - N - EXAMINE STATUE - READ LETTERING - S - E - EXAMINE STATUE - READ LETTERING - MOVE STATUE - EXAMINE CAVITY - EXAMINE OBJECT - CLOSE EGG - OPEN EGG - W - EXAMINE PEDESTAL - PUT YOLK ON PEDESTAL - TAKE MASK AND EXAMINE IT - WEAR MASK - N - OPEN GATE - N - N - EXAMINE BOTTLES - N - N - N - EXAMINE GHOUL - S - W - W - EXAMINE GHOUL - E - E - E - DOWN - EXAMINE PEDESTAL - PUT EGG ON PEDESTAL - CLOSE EGG - PUT EGG ON PEDESTAL - UP - TAKE RING AND EXAMINE IT - WEAR IT - RUB RING - (you are transported to a niche) - EXAMINE STATUE - TAKE GOLD RING AND EXAMINE IT - THROW IT - GET PYRAMID AND EXAMINE IT - RUB SILVER RING - you are transported to the gold ring location, in the garden.....the

# JACK THE RIPPER

pyramid remains intact.....it would break had (you jumped from the niche!) - TAKE GOLD RING - S - OPEN GATE - S - S - S - DROP GOLD RING INTO CRACK - N - N - OPEN DOOR - N - STAND ON PEDESTAL - (you are transported to the crack) - W - TAKE WOODEN MASK AND EXAMINE IT - E - RUB SILVER RING - (you are transported back to the gold ring) - EXAMINE PEDESTAL - TAKE GOLD RING AND PUT IT ON PEDESTAL - TAKE MASK - STAND ON PEDESTAL - RUB SILVER RING - TAKE ALL - TAKE GOLD RING - (this procedure gets all your possessions from beyond the crack!). N - OPEN GATE - N - N - N - W - EXAMINE MASK AND WEAR IT - W - MOVE COVER - DROP GOLD RING - DOWN - EXAMINE STONE PYRAMID - EXAMINE EYE - PUT GLASS PYRAMID ON STONE PYRAMID - RUB SILVER RING - UP - UP - UP - W - DOWN - GET MASK AND EXAMINE IT - UP - (don't go east with this mask or it will dissolve!) - UP - S - (your silver ring is taken from you) - S - EXAMINE HOLE - DROP MASK INTO HOLE - (don't go down as you no longer have the ring with which to escape!) - N - N - DOWN - E - DOWN - DOWN - DOWN - TAKE GOLD RING - EXAMINE FOUNTAIN - TAKE GOLD BALL AND EXAMINE IT - RUB GOLD BALL - TAKE SILVER BALL - (the thistledown dissolves on the third move!) - DROP GOLD BALL - (it floats and follows you) - E - E - S - S - OPEN DOOR - S - S - OPEN GATE - S - TAKE GOLD BALL - S - S - DROP GOLD RING IN CRACK - N - N - OPEN DOOR - N - PUT SILVER BALL ON PEDESTAL - TAKE GOLD RING - (now remember the thistledown.....you have just three moves!) - RUB GOLD BALL - (this brings the silver ball back, leaving the thistledown in the crack) - DROP GOLD BALL - STAND ON PEDESTAL - W - GET IRON MASK - E - WAIT - (until the gold ball floats down onto the pedestal and transports you back to the garden) - TAKE ALL - EXAMINE MASK AND WEAR IT - N - OPEN GATE - N - N - N - N - N - EXAMINE STATUE - PUT STATUE ON PEDESTAL - TAKE GOLD BALL - STAND ON PEDESTAL.....to complete the game!!!



# THE SHADOWS OF MORDOR



Melbourne House  
Commodore C64



Start on the East Bank of a long oval lake. FRODO AND SAM - SAM - S - (you see the swamps to the Southeast) - E - E - N - ROLL ROCK EAST - WAIT - (several times until Smeagol enters) - HIT SMEAGOL - (Sam must do this as Frodo will kill him!) - TIE ROPE TO SMEAGOL - (he will plead to be untied) - FRODO - SAY TO SMEAGOL "NO" - (he says he will promise to be good if you take off the rope, and he will show you the secret way into Mordor) - SAY "PROMISE" - (he sullenly promises to be good) - UNTIE ROPE - (Smeagol will now stay with you for a while) - CUT TREE WITH SWORD - GET BRANCH - LEVER STUMP OVER CLIFF - (a hole leading down is revealed and you'll be reunited with the stump shortly) - SAY TO SMEAGOL "DOWN" - ("WAIT" if necessary, until he does go down) - SAM - DROP MATCHBOX - FRODO - GET MATCHBOX - OPEN MATCHBOX - DOWN - LIGHT MATCH - LOOK - LIGHT MATCH - SAY TO SMEAGOL "E", E - LIGHT MATCH - SAY TO SMEAGOL "S", S - LIGHT MATCH - SAY TO SMEAGOL "SW", SW - LIGHT MATCH - SAY TO SMEAGOL "S", S - (here's the stump you levered over the cliff, earlier). TIE ROPE TO STUMP - SAY TO SMEAGOL "CLIMB DOWN ROPE" - ("WAIT" until he does) - CLIMB DOWN ROPE - PULL ROPE - GET ROPE - (Smeagol may offer directional advice now) - SAY TO SMEAGOL "E", E - SAY TO SMEAGOL "SW", SW - (you are now on the northern edge of a swamp and you must now locate some materials to construct some transport across) - SAM - DROP ALL - FRODO - NE,S,SE - SAM - DRAG LOG - S,NW,SW - DROP LOG,NE,S,SE - DRAG LOG,S,NW,SW - DROP LOG - EAT BREAD - FRODO - EAT BREAD - SAM - NE,S,SE - DRAG LOG,S,NW,SW - DROP LOG,NE,S,SE - DRAG LOG,S,NW,SW - DROP LOG - FRODO - TIE LOGS - (you have now made a raft.....now where's Smeagol?) - NE,S,SE - SAY TO SMEAGOL "S",S,NW,SW - (just in time for a snack!) - EAT BREAD - EAT BREAD - SAM - EAT BREAD - EAT BREAD - (don't worry about your dwindling food supply as you will find two more sources of food along the way!) REST - FRODO - REST - SAM - TAKE ALL - (Oh, well,..

## THE SHADOWS OF MORDOR

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let's play it again, Sam!) - TIE LOGS - FRODO - SAY TO SAM "GET ON RAFT" - GET ON RAFT - (only 2 at a time, and using that branch now) - POLE RAFT SOUTH - SAM - GET OFF RAFT - FRODO - POLE RAFT NORTH - SAY TO SMEAGOL "CLIMB ON RAFT" - (WAIT until he does) - POLE RAFT SOUTH - GET OFF RAFT - SAY TO SMEAGOL "GET OFF RAFT" - UNTIE ROPE - E - (Smeagol will advise you to ignore the flickering lights to the Southwest) - SE - (from now on, with or without Smeagol's warning, whenever you encounter a flying Black Rider just 'WAIT' - do or say NOTHING ELSE - and it will fly off). EXPLANATORY NOTE. You are strongly advised to 'SAVE' at this stage. This is because during the course of the next few locations you will encounter some evil Orcs. To avoid combat, simply leave the location at once. BUT - there is a snag! The Skinny Orc must be killed in order for you to obtain the length of fishing line which it carries. This is further complicated by the fact that a Black Rider may also appear in the same location and you must 'WAIT'. This situation will invariably increase the chances of the orc killing you as it can still attack you whilst the Black Rider is present. To reduce this 'random chance' aspect, go directly to the Sheltered Pit and 'WAIT' there for the Skinny Orc to enter. Now proceed from where we left off, at the Rotten Woods location - Smeagol will advise you to go East - this exit ISN'T available until he tells you. E - E - E - (you will now be at the Sheltered Pit - no matter which orc enters, you should alternate between 'ATTACK ORC WITH SWORD' and SAY TO SAM "ATTACK ORC WITH SWORD" until the orc is dead. You may even get more than one orc in the pit at the same time! Once the skinny orc is slain, bearing in mind the procedure to adopt when a Black Rider is present, you should 'GET LENGTH'.....'GET LINE' or 'GET FISHING LINE' doesn't work!! After safely obtaining the length of fishing line, input the following: S,W,W,S,S) - EAT BREAD - REST - SAM - EAT BREAD - REST - FRODO - S - (you will now see some 'new boys' to the orc game, messing about in a mud-hole - you could take all their clothes and drop them in the pit to the north, but you 'only need the greasy parchment) - TAKE PARCHMENT -



## THE SHADOWS OF MORDOR

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READ PARCHMENT - (this is your ticket to pass the 'friendly' orc guards on the highway leading south) - N - SE - S - GIVE PARCHMENT TO ORC - (the orc lets you pass, as a friend, and returns your parchment) - S.

(SAVE GAME AT THIS STAGE!!)

S - W - S - GO FISHING - GET FISH - (Smeagol meanwhile, will disappear and quickly return with a small 'coney' - rabbit!!) - THANK SMEAGOL - GIVE FISH TO SMEAGOL - (he will now disappear again as he hears someone approaching) - WAIT - (until Faramir enters and asks who you are) - SAY TO FARAMIR "HOBBITS" (or "HALFLINGS") - (he advises you to stay put while his men set a trap for Sauron's troops) - WAIT - (an Olphaut will soon enter, when it does, simply go N - WAIT - S to avoid it) - WAIT - (until Faramir returns) - TALK TO FARAMIR - (he gives some rations to Sam - it will now be safe to proceed beyond the crossroads) - THANK FARAMIR - CUT BRANCH WITH SWORD - (you now have some twigs for a fire) - SAM - OPEN BACKPACK - GET FRYING PAN - GET SALT - PUT CONEY IN PAN - SPRINKLE SALT ON CONEY - FRODO - GIVE MATCHBOX TO SAM - DROP TWIGS - SAM - GET MATCH - LIGHT MATCH - MAKE FIRE - SPRINKLE SALT ON CONEY - PUT PAN ON FIRE - (it will soon be ready) - EXAMINE PAN - GET PAN - EAT RABBIT - EAT RABBIT - EAT RABBIT - FRODO - EAT RABBIT - EAT RABBIT - EAT RABBIT - REST - SAM - RESTPUT PAN IN BACKPACK - CLOSE BACKPACK - WEAR BACKPACK - FRODO - E - SE - N - N - S - S - E.

(SAVE GAME AT THIS STAGE!!)

SE - (there is a random chance of Black Riders appearing in the next few locations from which there is no escape. If this happens, reload 'saved' data and try again) - E - N - WAIT - (and Frodo will automatically go East) - N - UP - W - UP - E - (you are now confronted by a red-eyed wolf!) - WEAR RING - NE - GET RING - SAM - DROP BREAD - (to pass wolf) - NE - FRODO - LOOK - (both hobbits should now be at the entrance to the tunnel) - SAM - EAT RATIONS - FRODO - EAT RATIONS - REST - SAY TO SAM "REST" - WAIT - (until he does) - GIVE CRYSTAL TO SAM - (Sam will not enter the tunnels without this

## THE SHADOWS OF MORDOR

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because he doesn't like spiders) - SAM - (Now, whenever you - as Sam - encounter the bloated spider, input: GALADRIEL, and the spider will retreat) - E - HOLD OUT CRYSTAL - (if the spider is in this first location carry out the procedure immediately!!) - N - NE - SW - S - S - W - NE - NE - N - FRODO - (incidentally, you have no idea that Frodo is with you as the program will not tell you this!) - CUT WEB WITH SWORD - SAM - N - S - N - SE - N - NW - SE - NW - E - S - (as you enter this cavern, a small orc pleads to be released) - GET COCOON - N - SE - E - (the spider will now re-enter but just proceed North from this location) - N - W - FRODO - (he will still be on the rugged mountain pass with the spider) - KILL SPIDER WITH SWORD - (repeat until successful) - N - W - CUT COCOON WITH SWORD - (the orc escapes and runs off - some gratitude!) - SCORE - WAIT - (until a small platoon of orcs enters and passes through the gate.....and the game ends as you have reached the Edge of Mordor!!).

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## SOAPLAND

(Spectrum 48K version)

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### PART ONE.

(You start off with a torch. When night falls "ON TORCH", when day breaks "OFF TORCH"). WAKE TRAMP - (he will leave a matchbox and newspaper) - GET PAPER - READ PAPER - DROP PAPER - GET MATCHBOX - EXAMINE MATCHBOX - (for a joke!) - S - IN - TALK TO BONY - (someone has stolen their food) - OUT - S - GO ALLEY - TALK TO ARFUR - (he gives you a card) - EXAMINE CARD - E - E - N - (you now see a man on skates) - ARREST MAN - DROP CURIOUS CARD - N - GO PUB - TALK TO LEN - (he has had his car stolen) - OUT - S - GO LAUNDRETTE - TALK TO SCARY - (she has had her baby stolen) - OUT - S - GO CAF - TALK TO ALLY - (heavy breathing loony keeps phoning) - OUT - GO SHOP - GET PHONE CARD - GET MAGAZINE - READ MAGAZINE - (make a note of phone numbers) - OUT - W - GO CLUB - TALK TO KAREN - (the

## SOAPLAND

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band's instruments have been stolen) - (You have now got your crimes to solve) - OUT - N - N - W - (answer "YES" to save game.....you should have 33 points at this stage).

### PART TWO.

(Load 'SAVED' data) - W - N - SEARCH TOOLS - GET SLEDGEHAMMER - S - E - GO BOX - SMASH GHETTO - GET MEDAL - DROP SLEDGEHAMMER - INSERT CARD - TYPE 6473 - (Barnes answers) - TYPE 6218 - (J.R. answers) - GET SLIP - GET CARD - OUT - W - N - READ SIGN - DIG - GET CERTIFICATE - EXAMINE CERTIFICATE - (J.R.'s birth certificate!) - N - N - W - EXAMINE TRUNK - GET BOTTLE - EXAMINE BOTTLE - (miniaturising potion) - E - N - GIVE MEDAL - GO HOTEL - S - S - S - S - S - OPEN BOX - (moth eats the guards clothes and he runs off) - PULL LEVER - GO GATE - PULL ROPE - (Dusty appears and kills the Spewings!) - EXAMINE WINDOW - GET STETSON - OUT - E - N - NW - SHOW SLIP - PRESS BUTTON - OUT - READ SIGN - KNEEL - SE - N - N - N - GO HOTEL - (wait until dark) - GO DOOR - (you see the band's instruments) - USE BOTTLE - GET INSTRUMENTS - W - S - S - S - S - S - E - E - (say "YES" to save game.....you should have 86 points now, and you must return to Part 1).

### PART ONE.

(Load 'SAVED' data) - S - S - GO CLUB - (the instruments grow back to normal size.....you are put back outside the club) - E - SE - (answer "YES" to save game.....you should have 93 points now, and on to Part 3).

### PART THREE.

(Load 'SAVED' data) - W - W - W - IN - GET BOOK - READ BOOK - (about dieting) - DROP BOOK - DROP BOX - OPEN FRIDGE - (full of food) - W - OUT - W - GO GROCER - EXAMINE SHELVES - LOOK - EXAMINE TIN - (out of date) - GET TIN - OUT - GO NEWSAGENT - GET LOZENGES - OUT - W - READ SIGN - (it is a talking sign!) - TALK SIGN - (it has a

## SOAPLAND

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bad throat) - GIVE LOZENGE - (it opens the garage door) - GO GARAGE - (you see Len's car) - USE BOTTLE - GET CAR - OUT - S - GO STATION - (Serge puts something on the desk) - GET WARRANT - OUT - N - E - E - E - E - GO PUB - GO CELLAR - (you find Dusty and arrest him) - UP - OUT - E - TALK TO BOY - (he takes you to the Pet Shop) - GO PESHOP - GIVE TIN - (everyone is killed but you!) - GET SEED - OUT - W - S - W - W - W - GO HOUSE - WAIT - (until dark, if it isn't already) - E - (you see Rivita who admits stealing food.....she gives you a cheque for 1000 pounds) - W - OUT - E - GO HOUSE - (heavy breathing problem solved!!.....it is an asthmatic trying to call a taxi!) - OUT - E - E - NW - (answer "YES" to save game.....you should have 154 points at this stage).

### PART ONE.

(Reload 'SAVED' data) - W - N - IN - GIVE CHEQUE - (they can now buy more food) - OUT - S - E - GO CAF - UP - GET SALLY - DOWN - OUT - N - IN - ARREST DOT - (she runs away) - N - (you find Dot with Doc's bag) - GET BAG - S - GIVE SALLY TO SCARY - OUT - N - GO PUB - GIVE BAG TO LEGLESS - GIVE CAR TO LEN - (you now go outside where the car reverts to normal size) - (you should now have 200 points) - S - S - SE - (answer "YES" to save game).

### PART THREE.

(Reload 'SAVED' data) - W - W - W - W - N.....to congratulations and completion of the game.

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### WANTED AMIGA GAMES REVIEWER

I am desperately searching for an Amiga owning adventurer. ZENOBI have kindly sent me some titles from his catalogue for reviewing. These games are supplied with a Spectrum Emulator ready to run on your Amiga. So if you want to review for G.G. either drop me a line or ring me.

## LETTER'S TO THE EDITOR

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Dear Les, 

**WOW!!** Just thought I'd pass on my thoughts on the new issue of GOBLIN GAZZETTE! I was stunned by the fantastic new look you have achieved with your computer!! The bold headings are great, and so is the readable type! Often magazines try a new style and you can't read the text! (I'm guilty of this myself!). It's clear you've done very well in making G.G. one of the hottest mags around! (And a rich variety of contents too!) But my mind was blown by the style you've created for the letters pages - absolutely brilliant!! I adore the "Dear Les" headings!! Why isn't my own magazine so good? The CONTENTS PAGE was extremely professional - I'll be making my own mag better to try and compete with yours now. 3 cheers to Les for G.G!!

Chris Hestor (Editor Adventure Coder Magazine)

17 Hill Foot, Nab Wood, Shipley, BD18 4EP

Thanks for all the praise Chris I really appreciate a fellow editor's comments. I only hope you like the changes in this issue. I wonder if you could pass your comments on to some of your readers?

Dear Les, 


Issue 10 of G.G. is the first issue I have read. I was prompted to send for it after the demise of From Beyond. I can honestly say that I was very impressed with the issue. The fanzine is very well presented, the various fonts are used to good effect and the balance between reviews and solutions is spot on.

## LETTER'S TO THE EDITOR

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Dear Les, 

John Wilson's "State of the Game" letter/article made me put digits to keyboard and express my opinion of what he was saying. Unfortunately I can only see the 8 bit adventure market go steadily downhill from now on and the main culprits are, I feel, us 16 bitters with our "flash and expensive" games. Many may disagree with this but I feel that the 8 bit market is dead, and has been dying for a year or so. Most of the magazines/fanzines have now ceased trading and all other fanzines that were 8 bit only, proudly stating that the 16 bit market had too much coverage so they were going to stick to trusty Spectrums etc, are now welcoming the 16 bit market, just like G.G.

Apart from the 16 bit market (see later for opinions about that) there is, I feel, a general apathy with the 8 bit adventurers. It is OK to say "Well, I buy the games, what else do ya want?" but it is that attitude that will finally kill the 8 bits. If people don't take more of an involved role with the diminishing 8 bit market, they will soon find their precious machine becoming defunct and either having to upgrade to a 16 bit machine pretty smartish or forget about getting new adventures. If people don't start airing their views on what makes a good or bad game and actually start putting pen to paper to write for G.G. people will start buying rubbishy games which will turn them off that particular author/company. First opinions are very important so if the majority of the consumers start buying rubbish games they will, in the end, start to feel that the whole 8 bit market, on all formats, are like this and quietly slide the computer into a dark cupboard to make room for the new 

## LETTER'S TO THE EDITOR

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machine. There are about (and correct me if I'm wrong please, Les) ten regular 8 bit users who contribute to G.G. and looking at the back of G.G. only four who are willing to give up their time to help fellow adventurers (well done you four, by the way you offer an invaluable service to the poor, stuck adventurer). This is by no way near the number who must read G.G. or Les would probably just give up and go home. Come forth all you who are sitting there, reading this and thinking "Oh, that sounds like me", why not give up an hour or so and write a review of a game? There's no harm in it, it doesn't have to be long and what can you loose? 24p for a stamp, an envelope and a couple of sheets of paper, as I said what have you got to loose? This is the only way people will know what to buy and, if you buy a dud game, review it! Stop people making the same mistake as you. Never feel sorry for the author because you are degrading their work, it is their oen fault.

John seems to refer to the 16 bits as "new machines" which is totally untrue, the 16 bits have been around for a fair number of years and in the next five years I can see most of them going the way the 8 bit did, to make room for the 32 bit (which there is already a large market for) and 64 bits (which Atari are taking the incentive with, hoorah Atari!). He also says that 8 bit games are "cheap and cheerful" and the 16 bits are "flash and expensive". As a 16 bit owner he should know full well that all text adventures for the 16 bits are very cheap. Let's compare the price of a good Zenobi game (for the Speccy) to that of a good 16 bit game (for the Atar).

Marooned by Laurence Creighton costs 2-49 (tape) and 3-49 (disk) from Zenobi and is I feel is quite a good game. ☺

## LETTER'S TO THE EDITOR

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The *Obscure Naturalist* by Peter Hague costs £2-50 for the ST and it is THE best text adventure I've played on my ST, true if you want part two you need to spend out 5 pounds but that is just because it is shareware and I'm sure that Commodore and Amstrad owners have encountered it before. From that quick comparison we can see that the 8 bit game is "cheap but good" and so is the 16 bit one.

John also says that the players are converting and the authors are sticking to what they know (I don't know whether this is true or not). This, I feel, is madness. Why don't these extremely talented authors start converting their games to the 16 bits? The technology is there for a very simple multi-format adventure creator (text only) which has already had one or two Clive Wilson games converted by it. I think that the authors should try to either a) start learning to convert their stuff so they will have a market when the 8 bit boat finally sinks or b) get someone else to do it (like the Adventure Workshop who have already done a couple of conversions for the ST, Amiga and PC).

To wrap up let me re-iterate; the 8 bit market is dying (unfortunately) but to slow that down people who take no active role in things such as *G.G. Red Herring* or *Probe* must start to make their opinions known and, hopefully, making more people aware of the 8 bits. The only way way a head, though, is the 16 and 32 bits and the authors should start converting or writing games for the so-called new machines, so they can ensure they will have a captive audience if the 8 bit does sink.

James Judge


East Peckham

Goblin Gazette Page No.40



## LETTER'S TO THE EDITOR

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Dear Les, 


Thank for Jsh! 10. The only thing I can think of that (could) possibly improve the fanzine is to add a "final score" rating system to the reviews. The system I have in mind would be similar to the one used in From Beyond, i.e. with different scores for different aspects of the game and one totla score out of ten. The JB reviewing system was extremely thorough, and I personally found the "difficulty rating" rating very useful in deciding which games to purchase.

Dean Rees

Weoley Castle, Birmingham.

Well Dean, I purposely steer away from a scoring system in G.G. simply because of the fact that, what may be a good game to one player could well be terrible to another player. What you need to remember is, a review is only one persons opinion. However, you will notice that most reviewers will say whther or not a game will appeal to beginners or experienced players. But as I always say if more readers would like a scoring system then I will ask my reviewers to include one.

Dear Les, 

Thank you for the August issue of G.G., it was my first ever issue of this fanzine and I thought it was very professional and informative. One point of interest I found was in the article "The State of the Game", where you added a statement at the end re: "the majority of these same players also read fanzines like Probe etc, and never ever contribute anything.." What I would like to say about this is that I have only been playing adventures for about 3 months and I would would very much like to write reviews etc for the various fanzines available, but since I have only ever completed two text adventures without help, I don't think I have the necessary experience to give a 

## LETTER'S TO THE EDITOR

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well balanced view of the games. This may be true for other adventure players who read the fanzines but never contribute. Would you please let me know what you think of this as I would like to write articles for G.G. concerning the C64 side of adventuring.

Ann Castelow  
Norton Cleveland

Dear Ann, firstly my remarks were aimed at the adventurers that have been around since day one and not at new adventurers such as yourself. I appreciate there are readers who feel that they don't have the necessary experience ( I call it confidence ) to write a review because they have only completed 1 or 2 games, but surely having completed them, they are the best person to say whether or not the game is good or bad, whether the answers to the puzzles were logical or did they have to use obscure inputs. Was the location text well written, was there any spelling mistake's to be found. All these points make up a review and providing you give an honest opinion of the game then no one can ask for anything more. Wynne Snowdon is a great example to anyone who wants to write a review, I received a letter from her expressing the same fears as yourself and look at her now she submits not only reviews but, articles and poems as well. After all there is no way anyone can get experience unless they actually try it. Contributions to the fanzine don't have to be a reviews I welcome any adventure related items such as solutions (full or part), articles, letters, hints and tips, requests for solutions to be included in future issues. In fact anything that will help me to decide on the contents of each issue. Right enough of that but I would be very interested to know from other readers the reasons why they feel they can't or won't contribute to the fanzine. Why not drop me a letter - Can anyone help Ann with the following problems with the game:-  
Castle Warlock: What do I do with the Full Length Mirror in the cupboard?

How do I get across the slick floor?

Keep sending those letters in. Bye!!!!!!

Goblin Gazette Page No.42

# Sheer Escapism

by Wynne Snowdon

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I remember a time when boredom  
Filled the better part of the day  
But not anymore, I've discovered  
Just how to keep boredom away

This morning I bested a dragon  
This afternoon whilst out for a stroll  
I must get to thinking and dream up a way  
This evening to conquer a troll

I may chat for a while with a faerie  
Like the elvins and goblins do  
And just like Dr Doolittle  
I can talk to the animals too

I may scale up the side of a mountain  
Or find a quiet path through a dell  
May conquer the depths of an ocean  
May escape, or not, from some hell

I could visit a castle like Camelot  
But before I ring the gate bell  
May get myself caught by the guards  
And have to break out of a cell

May'be I'll look to the future  
And travel through space on a spell  
I may crash on an alien planet  
In this life you never can tell

## Sheer Escapism

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Should I stay to examine the universe  
And study the aliens a while  
Or return to Earth and and take passage  
In a mysterious boat on the Nile

Perhaps I'll go solve a murder  
Or save mankind from some fate  
Maybe I'll rescue a maiden or two  
That's if I don't get there too late

I could find myself looking all over  
For treasure long lost at sea  
Later I'll go through the mirror  
To join the Mad Hatter for tea

I may be steered towards greatness  
Or seek much fortune and fame  
Perhaps I'll be killed in the process  
But that's all part of the game

The things I can do are unlimited  
I do so many things in each day  
For the answers to all of my problems  
Are hidden not too far away

So where do I find all this action?  
It lies waiting in the imaginations  
Of those hard working adventure writers  
Who unselfishly share their creations

## Ordering Details

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**Civilisation - Available from:-**

Special Reserve  
P.O. Box 847,  
Harlow, CM21 9PH)

ST (£22.49), Amiga (£22.99) and PC (£26.99).

Both St and Amiga versions need 1 meg of RAM to run.

**The Westbury Mystery - Available from:-**

Binary Zone P.D.  
34 Portland Road

Droitwich, Worcs WR9 7QW

No prices available at this time send for details

**A Handful of Hampsters 1 - Available from:-**

Zenobi Software  
26 Spotland Tops

Cutgate, Rochdale OL12 7NX

Spectrum 48k (Tape) £2.99

**New Arrival - Available from:-**

Zenobi Software  
26 Spotland Tops

Cutgate, Rochdale OL12 7NX

Atari ST £2.99

**Dark Gladiator - Available from:-**

F.S.F. Software  
40 Harvey Gardens

Charlton, London, SE7 8AJ

Spectrum 128k (tape) £1.99

Spectrum +3 (disk) £2.99

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# ADVENTURE NEWSROUND

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News in from Tony Collins of The Guild to say that he is having his Spectrum Games catalogue taken over by Barbara Gibb of Adventure Probe and the Commodore Games catalogue by Jason Mackenzie Binary Zone P.D. 34 Portland Road, Droitwich, Worcs, WR9 7Qw for the next 6 months whilst he takes part on a computer programming course. Although he doesn't think he will take back the Spectrum Games he will retain Copyrights to start up the Amiga side of things.

Latest news from Venturesoft is that they will be converting a lot of their software over to the SAM COUPE and if sales go well they will be writing some SAM only games with digitised graphics (and possibly speech) for next year. They would also like to point out that the completion GOLD COLLECTION including Hobs Hoard (3 parts), The Golden Sword of Bhakor (2 parts) and the Fisher King (2 parts) is now being offered at £4 which is £1 cheaper than it's usual price.

Just in from the editor of Goblin Gazette is, unfortunately he is unable to supply back copies of G.G. after November 30th. So anyone who hasn't got the collection had better hurry. Also the mad fool says that anyone who has never tried a copy of G.G. can now do so at the never to be repeated price of £1 providing their order is accompanied by a Zenobi Software Coupon till the end of October.

# AMIGA

With effect from 1st August 1993 the following 'SPECTRUM' games will be available for the 'AMIGA' range of machines....albeit in the form of a 'SPECTRUM' game that has to be loaded and played through an 'emulator' programme. The 'emulator' will be supplied FREE!

## JACK LOCKERBY

Theme Park - Ellisnore  
Diamond - The Cup - Jack  
And The Beanstalk - Davy  
Jones Locker - The Mutant  
- The Escaping Habit - The  
Challenge - The Enchanted  
Cottage - The Hammer of  
Grimmold - Lifeboat -  
Matchmaker - Jade  
Necklace - The Witch -  
Kidnapped - The House.

## THE BALROG

Retarded Creatures &  
Caverns - Behind Closed  
Doors - Seeker Of Gold -  
Balrog And The Cat - From  
Out Of A Dark Night Sky -  
Bulbo And The Lizard King  
- Fuddo And Slam.

## JUNE ROWE / P.CARDIN

Jester's Jaunt.

## DIANE RICE

Black Tower.

## J. TAYLOR

Cpl. Stone.

## CLIVE WILSON

The Darkest Road -  
Kobyashi Naru - Tears  
Of The Moon.

## LAURENCE

## CREIGHTON

Marooned - Impact -  
Mummy's Crypt - Golden

TRAVELLER IN BLACK  
Violator Of Voodoo -  
Phoenix - Aztec Assault -  
Celti Carnage.

## FERGUS McNEILL

\*Bored Of The Rings

\*The Big Sleaze

\*The Roggit

## G.PITCHFORD

P.C.W:

## GEOFF LYNAS

April 7th

C. DAVIS

Quest For The Holy  
Something

## ESSENTIAL MYTH

\*Jekyll And Hyde

D.HAWKINS

Stranded

## M. CANTRELL

\*Diablo - Project  
Nova.

## ST. BRIDES

Bugsy - \*Jack The  
Ripper - Very Big  
Cave Adventure.

## LINDA WRIGHT

Cloud 99 - Jade  
Stone - Agatha's  
Folly.

S.McCLURE/I.SMITH  
Allen Research  
Centre - Hit.

## KEITH BURNARD

Crystal Of Kings -  
The Golden Locket.

## PALMER P

## ELDRITCH

Legacy For Alaric -  
Magic Isle.

J.SCOTT / S.BOYD  
Out Of The Limelight

## SUE MEDLEY

Staff Of Power

All titles cost £2.49 each, except those marked with a "\*" and these cost £2.99 each. Please note that all games come complete with a "FREE" emulator programme with which to load and play the games on your AMIGA. All the above games are available from:-

ZENOBI SOFTWARE  
26 SPOTLAND TOPS,  
CUTGATE,ROCHDALE  
OL12 7NX

# TELEPHONE HELPLINE

DOREEN BARDON 0653-628509 ANY REASONABLE  
SPECTRUM TIME

BARBARA GIBB 051-7226731 MON-SUN FROM  
VARIOUS 7PM

ISLA DONALDSON 041-9540602 NOON-12PM  
AMSTRAD

SHARON HARWOOD 0702-611321 ANY REASONABLE  
SPECTRUM TIME

LES MITCHELL 0482-445438 ANY REASONABLE  
VARIOUS TIME

HELP IS ONLY A CALL AWAY



ONLY RING AT TIMES SHOWN